

Spring has Sproing...

Robin is back (yea!). And Rose has not left (phew!). And the weather has succumbed to sunshine (ahhh!). And - aaachoo! - excuse me - aaachoo! - pollen is - aaachoo! - flying (darn!). But other than tha - ouch! - what? FLEAS??!! Jed, are you missing some buddies? What do you mean, Jed isn't around? We have hardwood floors. Somebody must be bringing them in. Just 'cause they like me best, you don't think... It's just gotta be Grady (Tom doesn't have enough hair)...



P.O. Box 1087,
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May 1982

*					*
*	Filename	English Translation	PMODE	PCLEAR	Locations
*					*
*	BLOTCH	Blotch Cover	4	4	6 & 146
*	RADAR	Radar in the Lost Park	3	(4)	25 & 159
*	HELLO	Hello (disk only)	(2)	(4)	49 & 176
*	NOTEBOOK	Notebook	0	1	65 & 188
*	NOTEDESC	Notebook Description (see note)	(0)	(1)	77 & 198
*	ULTIMATE	Ultimate Adventure	0	1	106 & 221
*	APPEND	Append	(2)	(4)	132 & 242
*					*
*	Locations are for the R/S CTR-80. If the first copy of a program				
*	won't load, try the second. If neither copy loads, return the tape				
*	for disciplining and a prompt replacement. If you get an OM, FC,				
*	or SN error while loading or running a program, you probably have				
*	to enter the PMODE and PCLEAR values for the program directly from				
*	the keyboard. (Values in parenthesis are not set in the program).				
*	* These programs may use high speed. Be sure that the computer is				
*	slowed down again before doing I/O to tape (POKE 65494,0).				
*					*

Feeling a bit mixed up? blocked in? Then Blotch Cover is for you.

You are searching for treasure. Your radar tells you that you are getting close to something. You switch to your other radar and you find that you are near... That's what Radar in the Lost Park is all about. You move around with the joystick using one of two radars to tell you what you are near. The blue radar tells you if you are near something. The red radar tells you if you are near a catastrophe. By switching back and forth between the radars (hit the red button), you should be able to find the treasures. Don't forget your whip...

And now (drum roll, please), the first CHROMASETTE program just for disk users (ta da!). Hello! CLOAD this program into your computer, then SAVE it onto disk (SAVE"HELLO"). Now type 'RUN"HELLO"<enter> and you get a few instructions on how to use the program. Oh, yea, what it does: It lists the programs on the disk and numbers them, so all you have to do is type the number of the program and it will be loaded and run! Even machine language programs are executed automatically! A word of warning is in order here. Some machine language programs will not be executable through Hello (you'll just have to try 'em to see). Also, just like in real life, some BASIC programs may not load or run the first time if the computer is in some other PMODE besides PMODE 2 and/or doesn't have four pages PCLEAKed.

Speaking of PMODE and PCLEAR - many of you (don't hide, there are lots of you) are new to computing and have a lot of trouble loading tapes, let alone worrying about PMODE and PCLEAR. So we now have a little sheet that we will send you that gives help on loading tapes and a short (but hopefully understandable) tutorial on PMODE and PCLEAR and why they are so

obnoxious. Write us and tell us that you want it (a self-addressed envelope would be a treat to Donna), and you shall receive it! It's just too wordy to be included in these sheets (about two pages...).

Now to jot down a quick note... Why not use Notebook? You can write up to 21 screenfulls (in a standard 16K tape machine) of text, save it to tape, edit it, print it on a printer, send it to your mother, etc. Here's how to get started:

First, CLOAD Notebook and RUN it. It will come up with a little menu. Type 'L' <enter> to load an old notebook. The prompt 'NOTEBOOK:?' will appear. This means that it is looking for the filename of some notebook that you (or in this case, us) saved previously. Type 'NOTEDESC' <enter> and Notebook Description will be searched for and loaded. When it is done loading (it takes over a minute), the screen will flash and you will be shown page one of 21 pages of instructions. Read them carefully and play around with the program until you get a feel for it.

Notes on Notebook: 1) Although it is stated in Notebook Description that saving text to tape will automatically bypass the leader, that is not so (I changed it). So when you get ready to save data to tape, be sure that the tape is positioned at the point you want the saving to start. 2) Since the text file is loaded in as a machine language file, it is not easily relocatable. Modifying the Notebook program itself extensively can possibly cause problems with memory limitations. 3) This program can be modified to work on 32K systems and on disk systems as follows:

To save NOTEDESC, CSAVE "NOTEDESC", &H32, &H333, 380

32K tape systems

Change the 'PM=20' to 'PM=52' in line 6.

Change the '&H3FFF' to '&H7FFF' in line 49.

Disk systems (all of 'em)

Change BOTH '&H1600's in line 5 to '&H2400's.

Change the 'CSAVEM' in line 49 to 'SAVEM'.

Change the 'CLOADM' in line 54 to 'LOADM'.

16K disk systems

Change the 'PM=20' to 'PM=16' in line 6.

32K disk systems

Change the 'PM=20' to 'PM=48' in line 6.

Change the '&H3FFF' to '&H7FFF' in line 49.

Put Notebook Description on disk as described below.

To put Notebook Description on 32K disk without going through Notebook, load it into memory by typing 'CLOADM"NOTEDESC",&H0800' <enter>. Now save it immediately to disk by typing 'SAVEM"NOTEDESC",&H2400,&H7FFF,&H2400' <enter>. Make sure you make the appropriate mods to Notebook in order to use Notebook Description from disk.

Warning - Text files (like Notebook Description) created by one type of machine may not run on another configuration: ie - text written on a 16K tape system can't be used by a 32K disk system unless the text file is CLOADMed with an offset of &H0800 (CLOADM"filename",&H0800) before Notebook is run. Also, text files written on a 32K disk system can only be run on a 32K tape system if Notebook is set up with disk offsets (the CLOADM's and CSAVEM's in the program left alone) or the text file is loaded with an offset of &HF600 (CLOADM"filename",&HF600). Notebook Description will load into all the systems except 16K disk systems as long as Notebook is modified accordingly. Text files, if they fit in your memory, can be CLOADMed into memory first before Notebook is loaded and run. Then you use the 'U' (Use current notebook) option of the menu to access the text file.

A hangnail sketch of the Notebook commands:

; next page	- last page	S save pages	L load pages	E erase page
K kill rest of line		D delete char	I insert char	I go to page I
P print page	Z insert line	X delete line	Q quit program	

Time for a vacation - how about an Ultimate Adventure? This adventure is different than other adventures in many ways. Complete words must be used in most cases. To 'GO N' is

often not good enough if you're trying to go through non-land areas (what do you do to get across water? - walking usually doesn't work). The semi-complete instructions for the program are found later on in these sheets. If you have 16K, you must type 'PMODEO:PCLEAR1' <enter> BEFORE loading the program. A map of the adventure area MAY (be nice to me...) be published in next month's issue.

Stack 'em up... A while ago in these sheets a method was given for appending two BASIC programs together. It worked, but it was kind of tedious. Along comes Append. Goodby tedium! Just CLOAD the program and follow the easy instructions to happy, healthy appending. Disk users - this program will work with disk systems, but you will have to have all of the programs and/or subroutines that you wish to append to the original program on tape. The original program can be LOADED from disk and combined programs can be SAVED to disk after appending, however.

Back issue babbles...

The Drawer program (August 1981) has been getting a lot of publicity lately (especially in association with the description of Motion Picture Programming in The Rainbow and in Color Computer News). Now Thomas Ernst of Merritt Island, Florida notes that the fixes I gave to allow Drawer to run on disk (February, 1982) were incomplete. To make it work completely:

Change the '1-6' to '1-8' in line 224.

Change the '1536' to 'PEEK(188)*256-1536' in both lines 204 and 212.

I mentioned that January 1982's Blockbuster program would not run on disk as long as it was left up to me to modify it (rather selfish, don't you think?). So Jerry Austin of Baraboo, Wisconsin sent me the fixes to make a disk version:

```
31 IF PEEK(188)=6 THEN 35: REM NO DISK CONNECTED IF TRUE
32 EOB=PEEK(27)*256+PEEK(28): REM END OF PROGRAM POINTER
33 POKE EOB-580,24: POKE EOB-575,24: POKE EOB-556,24: POKE EOB-300,14:
    POKE EOB-207,25: POKE EOB-175,22: REM MAKE DISK VERSION
```

If you want this program to be able to run on both disk and cassette CoCos, make the mods, then SAVE or CSAVE the program BEFORE RUNNING it!

March 1982's Spiral Cover was written by James Whitaker of Dallas, Texas.

It turns out that last month's Lazkey was not all that popular with disk users since it messed with the LOAD function causing IE errors. Russ Nelson of Corvallis, Oregon was so upset that he found a way around the problem. It seems that memory locations 363 and 364 normally contain 197 and 143 respectively (use 'PRINT PEEK(363),PEEK(364)' <enter> to be sure your computer has the same values, and if yours are different, use yours) and that Lazkey changes the values to cause lots of disk load troubles. Now follow his steps to be able to LOAD:

- 1) LOAD and EXEC Lazkey as you normally would.
- 2) Type 'PRINT PEEK(363),PEEK(364)' <enter> and remember the values.
- 3) When you are ready to LOAD something from disk:
 - a) Type 'POKE 363,197:POKE 364,143' <enter>.
 - b) LOAD whatever you want to LOAD from disk.
 - c) Type 'POKE 363,<value from step 2>:
POKE 364,<other value from step 2>' <enter>.
 - d) Type 'EXEC' <enter>.

It may seem a bit complicated, but it becomes easier if you create your own custom version of Lazkey and define two of the keys to take care of steps 2 and 3a! Remember to reserve extra memory before defining new keys or making old key definitions longer (make the second argument of the CLEAR statement something smaller than given in last month's blue sheets). For instance, to define key 1 as step two you would (after loading and executing Lazkey) type:

<shift><down arrow>': 1PRINTPEEK(363),PEEK(364)'<enter><shift><down arrow>';'<enter>

NOTE - When I ask you to type something in, the stuff between the single quotes is to be typed in exactly as it appears (but do not type in the single quotes). And the writing between the less than-greater than signs describes a single key.

General babblings...

Michael Kromeke of Albuquerque (who first spelled that town, anyway? - sorry Mike), New Mexico mentioned that randomizing the RND function upon powering up CoCo is as easy as getting a value from the TIMER (PEEK(275)) and POKEing it into one of the four bytes of the RND buffer (memory locations 278 to 281). Like this: POKE 279,PEEK(275).

Did you notice the simple check Jerry did earlier to see if a disk system was being used? If PEEK(188)=6 then it's not a disk system, otherwise it is.

There are 3 undocumented EDIT subcommands (from M. Kromeke):
 E End. Same as <enter> but doesn't list to end of line.
 Q Quit. Quit edit mode and return line to the original form.
 A Again. Return line to original form and edit it again.

From the keyboard of George Ziniewicz in Scottsdale, Arizona...

RND(0) returns a floating point random number between 0 and 1.
 You can SLEEP 0 in a FOR loop for a non-terminating loop.

Disk review revisited...

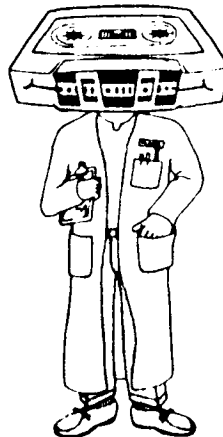
After using the R/S disk system for a few months, I have to say that I REALLY do enjoy using it. It is simple to use, has enough flexibility for 99.99% of the things I want to do with it, and it works! No, I haven't forgotten about the 2K of lower RAM they stole for it (I shudder to think what the next announced "invisible" change they will thrust upon us CoCo users), but I've made allowances for it and it's becoming less of a pain.

Hey, it's close to Mother's Day...

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ed.

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Chromasette Magazine
 PO Box 1087 Santa Barbara,
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by
Phil Edwardson

Being the adventurer you are, and having successfully survived all the adventures you have attempted, you are obviously overqualified for any more expeditions of dungeons, haunted houses, space treks or the like. Therefore you have been chosen to undertake (or overtake) the ULTIMATE ADVENTURE.

You begin with \$250 at the traditional market place where you may purchase an array of items to assist you in fighting foes, surviving the elements, and finding treasures. Your goal is to accumulate \$1,000 or more in treasures and other valuable items and return safely to the market. If you can do this, you will have successfully completed the ULTIMATE ADVENTURE. However, achieving your goal is not as easy as you may think. There are many obstacles you must overcome. A description of some of the more common problems you will encounter follows:

STRENGTH: You begin with 250 units of strength. Each move diminishes your strength to some degree. However, most of your strength will be lost during encounters, depending on whether you have or use the correct item (which you purchased from the market) for defense. If you lose all your strength, then you die and the adventure is unfortunately over. By finding your way to, and entering the infirmary your strength will be rejuvenated.

MONEY: Each object you purchase from the market will decrease the amount of money you have. It is also possible to have money stolen from you. Obviously, by finding treasures, you will increase your wealth. Each object has its own value and number of uses. Once the allocated uses have been exhausted you will automatically lose that object and will need to purchase another one from the market.

LOAD: The objects you carry during your adventure comprise your "Load". You may carry a maximum of eight items (including treasures). If you are carrying the maximum load when you find a treasure, you must "drop" one item before you can "Get" the treasure. Treasures cannot be dropped. Hence, the more treasures you accumulate, the fewer objects you may have in your load. Since there are a total of seven treasures, you will have to drop all but one item to get the last treasure. Once you have found and gotten the last treasure several things will happen. First, you will receive an extra monetary bonus for your achievement. Second, all the treasures will be given new values and locations, and be redistributed. Third, your load will be decreased by seven items (the seven treasures), allowing you to carry more objects.

PORTHOLES: The different areas of your adventure are connected by "Portholes". There are no treasures to be found in the portholes. Normally, upon entering a porthole you may logically progress to the next area, or retreat to from where you came. However, the portholes have been known to malfunction. If this happens while you are in one, you will be teleported to a random location in Adventureland.

The following is a description of some of the commands you may use during your adventure:

On the "Now What?" cue, enter a two-word command. To move north, input "Go N", to move southwest, input "Go SW", etc. To perform other functions, input two-word commands like "Get Treasure", or "Drop (item)", or "Get (item)". The only one-word command your computer will understand on the "Now What?" cue is "Search" when you wish to search for treasure. **NOTE:** You may have to search one area several times to find a treasure. Also, there may be more than one treasure in a given area.

The "Use What?" cue appears when you are under attack by a foe or an element. Use one-word commands such as "Gun" or "Rope" on this cue.

HINT: If you don't have an appropriate item to use to defend yourself, try using your "Hands".

Inputting "List Load" at any time will print a list of the items you are carrying and the number of uses left to each item.

Inputting "List Contents" while you are in the market will print a list of the store's inventory, the number of uses given to each item and their respective prices.

Inputting "Clear Screen" will give you a fresh status report.

If you are unable to finish your adventure in one session (which is not unusual), you may stop and record your current status on tape by using the "Save Game" command. Then when you begin again, you will be able to continue your adventure from where you left off.

By now you should have enough knowledge to begin your ULTIMATE ADVENTURE and proceed through the course without much stumbling. But, BEWARE - There are still a few surprises ahead of you!

HAPPY ADVENTURING!!

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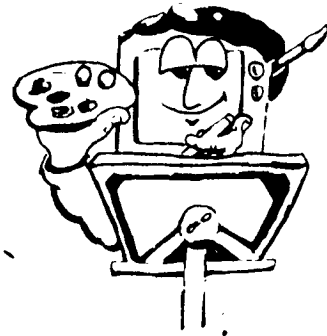
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Color Computer News



Are you tired of searching the latest magazine for articles about your new Color Computer? When was the last time you saw a great sounding program listing only to discover that it's for the Model I and it's too complex to translate? Do you feel that you are all alone in a sea of Z-80's? On finding an ad for a Color

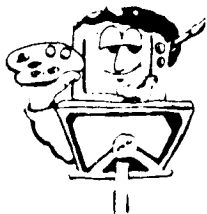
Computer program did you mail your hard earned cash only to receive a turkey because the magazine the ad appeared in doesn't review Color Computer Software? If you have any of these symptoms you're suffering from Color Computer Blues!

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CHROMASETTE MAGAZINE'S COLORFUL BACK ISSUE LIST

BACK ISSUES

Not mentioned, but present in every issue is our "Cover" program. This is where we publish various submissions of graphic artwork.

July 1981

How Far Gives the distance and direction between two places on Earth. Also has a database of cities.
Blockade One or two player real-time game where your worm grows as you hit targets, but only targets!
Acumen Kinda Tic-Tac-Toe with words.
Dissertation Auto-generation of computerese dissertation.
Blast Real-time shoot-em-up showdown.

August 1981

Drawer Instr. Instructions for...
Drawer Your computer is an easel using most of the features of Extended BASIC.
Words Unscramble the words.
Jerusalem Adv. Fantasy adventure in the mideast.
Lander Lunar lander type.
Two Dates Gives the calendars for and the time between 2 dates.

September 1981

Nerves Fight your way out of the maze.
Spell It Practice spelling those hard and odd words.
Base Guess Guess the number in any base from 2 to 36.
Hi Calculator 4 function 900 place precision calculator.
Music Pattern Repeat the pattern game.

October 1981

Magic Square Logic puzzle. Change all squares to red.
Motrcycl Jump Fly or fail over the barrels.
Coefficient Solve systems of equations with Cramer's rule.
Tower Inst. Instructions for...
Tower Spin and shoot. Good reflexes needed.
Phone Words Create all permutations of letters associated with phone numbers.

November 1981

Star Eater 'Eat' them stars quickly!
UFO Math Practice math and play when right.
Morse Inst. Instructions for...
Morse Quiz Learn Morse code.
Reversi 'Othello' type with you against the computer.

December 1981

Dogstars Hit the ship - be exact.
Base Convrsion Convert number from one base to another.
Amortization How much will that loan be a month?
Pounce Get to the number before your opponent.
Rotate Rotate 3-D object you create in real-time!
World Map Draw map of world with 3 different projections.

January 1982

Blockbuster	Knock the bricks out of the wall - machine language.
Typing	Improve your typing skills.
Mansion Adven.	Search the mansion for...
Power Play	Try to avoid the bureaucrats and the issues.
3D World	Draw the earth from any perspective.

February 1982

Bleep	Fast catch-the-block game.
Dump All	Easily transfer ASCII files from keyboard to disk to tape to screen and vice-versa.
ABM	Stop the missiles from hitting the ground.
Disassembler	Written in BASIC to disassemble 6809 machine code.
Shrink	Takes unnecessary blanks out of your BASIC programs (machine language).
Check Register	Helps balance your checkbook.

March 1982

Mini Music	Full screen music editor.
Amazing	Solve the maze from the rat's point of view.
Stellar Encntr	Zero in and fire!
Name & Address	Keep track of names and addresses.
Old House	Simple adventure for beginners.
CK Monitor	Mess around in CoCo's memory directly. Machine language.

April 1982

Rubic's Cube	Set up and play with cube or let CoCo do everything - including SOLVE it.
Bobo	Second-guess CoCo to drench Bobo.
Space Duel	Two-player fly-by shoot-out.
Finance Anylst	Simple financial calculations.
Lazkey	Define each key as a word or phrase. Machine language.
Manybody	Graphic simulation of gravitational problems with many objects.